# Welcome to tonight's City Council meeting!

The elected officials of the City of Bonners Ferry are appreciative of an involved constituency. Testimony from the public is encouraged concerning issues when addressed under the <u>Public Hearing</u> portion of the agenda. Any individual who wishes may address the council on any issue, whether on the agenda or not, during the <u>Public Comments</u> period. Normal business will preclude public participation during the business portion of the meeting with the discretion left to the Mayor and Council. <u>Special accommodations</u> to see, hear, or participate in the public meeting should be made at City Hall within two days of the public meeting.

#### **Vision Statement**

Bonners Ferry, "The Friendliest City", strives to achieve balanced growth, builds on community strengths, respects natural resources, promotes excellence in Government, and values quality of life.

AGENDA
CITY COUNCIL MEETING
Bonners Ferry City Hall
7232 Main Street
267-3105
February 5, 2019
6:00 pm

## PLEDGE OF ALLEGIANCE

### PUBLIC COMMENTS

Each speaker will be allowed a maximum of five minutes, unless repeat testimony is requested by the Mayor/Council

#### REPORTS

Police/Fire/City Administrator/City Engineer/Economic Development Coordinator/Urban Renewal District/City Planner/SPOT

### **CONSENT AGENDA – {action item}**

- 1. Call to Order/Roll Call
- 2. Approval of Bills and Payroll

## **OLD BUSINESS**

3. City - Consider Moyie Property Lease

### **NEW BUSINESS**

- 4. City Discuss Kootenai River Days with Jennifer Van Etten {action item}
- 5. City Discuss Dog Licenses with Phyllis Smith {action item}
- 6. Police Consider Adopting the Idaho Policing Policy (attachment) (action item)
- 7. Golf Discuss Golf Course Fee Increases (attachment) {action item}
- 8. Electric Consider Designating Craig Kelson as the Human Rights Advocate (action item)
- 9. City Consider Pay for Kris Larson for Consulting Services (attachment) {action item}

### **ADJOURNMENT**

### INFORMATION

10. Tabletop Exercise Letter